

```
1 #include <iostream>
2 #include <conio.h>
3 #include <Windows.h>
4 #include <fstream>
5
6 #include "StateMachineExampleGame.h"
7 #include "AudioManager.h"
8 #include "Game.h"
9 using namespace std;
10
11 int main() {
12
13     Game myGame;
14
15     StateMachineExampleGame gameStateMachine(&myGame);
16
17     myGame.Initialise(&gameStateMachine);
18     myGame.RunGameLoop();
19     myGame.Deinitialise();
20
21     AudioManager::destroyInstance();
22
23     return 0;
24 }
25
26
27
```